

Fantasy Zone™



SEGA™

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SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Mega cartridge in the power base (shown below) by following instructions in your SEGA SYSTEM[®] manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 player Push button 1.
For 2 players Push button 2.



What's Happening

The evil MENONS are aiming to take over FANTASY ZONE by using misappropriated foreign currency to build their forces.

Your job? To recover the coins and return the power where it belongs, so FANTASY ZONE is safely protected.

The FANTASY ZONE is actually a solar system of eight unique planets—each more fantastic than the next. You must destroy the creatures on each planet (while collecting as many coins as possible) before you go on to the next planet.

Between planets, an ominous creature will try to attack you. And only by destroying it, will you be able to proceed.

Who's Who And Where's Where

You're OPA-OPA, a valiant fighter in an expandable space ship. All the planetary creatures—and you're going to meet some weird ones—are working against you.



Look for—but avoid bumping into—the flabby flying QUIL-QUIL, the scissorlike SOURTHAM, the three twisting THAYA-THAYAs and a host of other mean and mischievous creatures that appear in the eight planets of FANTASY ZONE.

Don't trust any of them. Because they're all out to get you. Before you have a chance to get them.

If you're skillful—and persistent—you'll even tually reach all eight FANTASY ZONE planets. Each is completely unique, from the terrain to the dangerous creatures who live there.

PLALPEAF (PLANET OF GREENERY)—ROUND 1



MODOGOLON It keeps running towards you



QUIL-QUIL It's flabby and flies with its arm/wings



SOURTHAM A scissorlike enemy ready to cut you up



BOFTACO Stretching up/down, right/left and diagonally, it fires a weapon from its extended legs



THAYATHAYA: 3 twisting balls circling the air



BASE: When all BASES are destroyed, a huge creature will attack you. Destroying it will advance you to the next planet!

TABAS (PLANET OF FIRE) — ROUND 2



C SCOT: Comes towards the player by turning



A SCODM: It will maneuver in 16 directions while following you



BOTELYNN: Fires projectiles from the top of its nose



CHAMBA: Flapping its wings, it disappears into the air



COULON: Can make minotaur turn like a fly. Ejects missiles from its wings and bodily attacks the player



BASE

LA DUNE (PLANET OF SAND) — ROUND 3



GORO: Comes rolling by and stops. Then elevates and fires



PDA: With its mouth open wide, it comes straight at you



ONYAAMA: While undulating and deflating, it shoots at you



SCNT: When stretching and shrinking upwards and downwards, it heads in the direction of the player



PORON Eyeballs revolving on the perimeter of a body. It changes its size and launches various projectiles.



BASE (-)

DOLIMICCA (SUPER PLANET) – ROUND 4



SHATHOO Approaches the player while opening and closing its wings.



F ZAB Comes flying making turns and shooting.



SQUIL Transforming itself from a circle to a square, it fires weapons.



FLOWEYR Comes zooming at at GFA-GRA.

BASE



POLARIA (PLANET OF ICE) – ROUND 5



JERRY While enlarging and then becoming smaller, it heads for the player.



M B Is a fish type enemy which attempts to land on you.



BASE

In addition to these, SQUITHAM (PLANET OF GREENERY), BONT (PLANET OF SAND) and COULON (PLANET OF FIRE) also assault OPA-OPA.

MOCKSTAR (PLANET OF CLOUDS)—ROUND 6



BILLIAN While turning, it discharges its arms and alters itself into another figure.

Also, **JERRY** (PLANET OF ICE), **ASWORM** and **BOTELYNN** (PLANET OF FIRE), AND **SQUEL** (SUPER PLANET) will appear.



BASE

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SALFAR (PLANET OF EVIL SPIRITS)


A number of monstrous creatures live here. Unless they are hit with several shots, they can not be destroyed. Skillfully select the right parts to increase your **POWER** and fight against them. You will have to find out yourself just what these alien beings are like...

Taking Control

The following illustration shows you the control points on your **SEGA SYSTEM** control pad. Throughout this instruction book, we will refer to these controls by the names indicated in this illustration.



- ① SHOOT BUTTON
 - ② BOMB BUTTON
 - ③ MANEUVERS (DIR, DPA)
 - ④ DEFLECTION CONTROLLER
 - ⑤ START button
- For continuous firing, keep button pressed down

Move  to select parts in the PARTN'SHIP Position → to increase items in the PARTN' SELECT screen
 ① or ② PARTN' SHIP (open, close) from in PARTN' SELECT screen

POCARIUS (PLANET OF WATER)—ROUND 7



RECAL A hard working creature which lands on the player.



BASE

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In addition to **RECAL**, **C-SOUL** (PLANET OF FIRE), **PXIA** and **POYON** (PLANET OF SAND), and **M.F.** (PLANET OF ICE) also enter into the battle.

CHECK OUT THE SCENE

WEAPONS which
OPA OPA can use



The entire planet can not be shown on the screen at one time. Manipulate the Direction Controller, and the screen moves to the right and the left. Now the rest of the planet starts to become visible.

Power-Up Parts

HERE'S WHAT YOU'LL FIND AVAILABLE:




SPEED-UP PARTS Use the **ABOVE'S** to select them
BIG WINGS – Makes the speed slightly faster
JET ENGINE – even faster
TURBO ENGINE – very fast
ROCKET ENGINE – extremely fast

WEAPON 1 (ARMAMENT)
 Use **BUTTON (1)** to select them
WIDE BEAM
LASER BEAM
7 WAY SHOT



WEAPON 2 (ARMAMENT)
 Use **BUTTON (2)** to select them
TWIN BOMB – Two bombs dropped can selectively
SMART BOMB – Destroys all of the on-screen enemies at one time
FIRE BOMB – Destroys all of the enemies in a hexagonal direction
HEAVY BOMB – Destroys all of the enemies in a vertical direction

When this mark  appears, you'll have the opportunity to improve your spaceship – and thus improve your fighting abilities. Capturing it enables you to proceed to the PARTS SHOP scene and purchase the POWER-UP parts and stronger armament within the limits of your savings account.

1. By using the Direction Controller , move the screen left/right and locate the desired item.
2. By using , move HAND to the desired part or armament.
3. When HAND blinks, push  or .







By repeating the procedure, parts can be purchased. When SOLD OUT appears, that particular item can not be bought.

Proceed next to the PARTS SELECT scene.




Before being reinforced with the POWER-UP PARTS & ARMAMENT, items such as SMALL WINGS, TWIN SHOT and SINGLE BOMB are used.

No matter how many parts have been purchased, you can only use one each from the respective categories of SPEEDUP, WEAPON 1, and WEAPON 2.

1. By using the Direction Controller , move → beside the desired item and then push  or  (the * mark appears beside what you have selected)
2. When 3 have been selected, repeat the above procedure, and move → beside EXIT by using the Direction Controller  and pushing Button  or .

Now, with the POWER UP parts and armament, you are ready to continue the game!

Note: When one OPA-OPA is lost, all of the materials purchased will disappear.

During the game, after acquiring POWER-UP parts and armament, this mark  appears. Capturing it will also enable you to proceed to the PARTS SELECT scene.

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids
- Do not leave in direct sunlight or near a radiator or other source of heat

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Oops. Try Again

At the beginning of each game you get three OPA OPA spaceships. When all of them are lost, the game is over.

Know The Score

The points you earn for shooting or bombing these perilous foes are as follows:

AN ENEMY	100 points
BASE	1,000 points
HUGE CREATURE	10,000 points

BONUS

After clearing 8 rounds, the following points are added as a BONUS

The remaining money units x 10 points.

The remaining number of players x 1,000,000 points.

Helpful Hints

Try to hit as many enemies as early in the game as possible. Because the sooner you get them, the higher the value of the coins you collect.

Pay close attention to the effectiveness of each POWER-UP part and you'll quickly learn which ones are the most valuable.

To kill creatures at the end of each round.

Round 1.. Shoot 16 shots into the mouth of the wood shaped creature as he spews leaf bullets.

Round 2.. Shoot three rotating cells through the gap between outside cells. Ten shots are required to destroy each cell. 7 way shot is useful.

Round 3... It takes -40 shots using twin-shot, or 20 bombs to destroy each battery. It's easiest to start by destroying the bottom two batteries.

Round 4... Shoot the tongue with 40 shots of twin shot. If you have a Laser Beam, it's a powerful weapon.

Round 5.. Shoot these creatures in order of size, smallest to largest. 2, 4, 16 and 32 shots destroy each size of creature, respectively.

Round 6... Drop 32 bombs onto the creature's head when it appears. Heavy bombs are useful.

Round 7.. Escape and wait for the head to take shape, then shoot the face 64 times.

Round 8... Six small creatures, which move with varying levels of ease and difficulty, can be destroyed by 8, 16, 24, 32, 40 and 48 shots of twin shot, respectively.